XYBOTS
Users Guide

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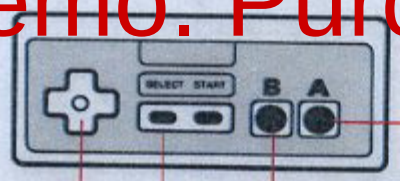
Plot

A Vital space station has been taken over by wicked Xybots warriors. It is up to you to work alone or with a friend to destroy the Xybots and reclaim the space station. If you fail, the Federation must abandon its plans to colonize space. If this happens, all civilization will die. Only you can save the human race. But can you save yourself?

Controls



A BUTTON
- Shoot

B BUTTON
- Turn Warrior

CONTROL PAD
- Walk

SELECT
- Stun Zapper

Items

Keys: Keys help you get through locked passages. Locked passages often lead to Warp Exits. To enter a locked passage, line up with the lock and run through the wall.

Energy Orbs: Energy Orbs replenish your energy. You must have sufficient energy to survive. Energy is depleted by time, zapping and getting shot.

Coins: As you search for Xybots, keep and eye open for coins. These will help you buy powerful items from the vending machines.

Playing the Game

When the game begins, the Federation Warrior (and his partner, in a two player game) stands in one of the maze-like hallways o fth space station. His energy pack is full and his adrenaline is pumping. He is ready to conquer the space station. But can he do it?

Use the joypad to move the Warrior through the space station in his search for Xybots. As you move, the Warriors auto-mapper keeps track of the labyrinth. To turn a corner, hold down the **B Button** and press the control pad in the direction you wish to turn.

Tanks: Front armor tanks and side armor tanks may be encountered. Front armor tanks may only be hit when open from the front.

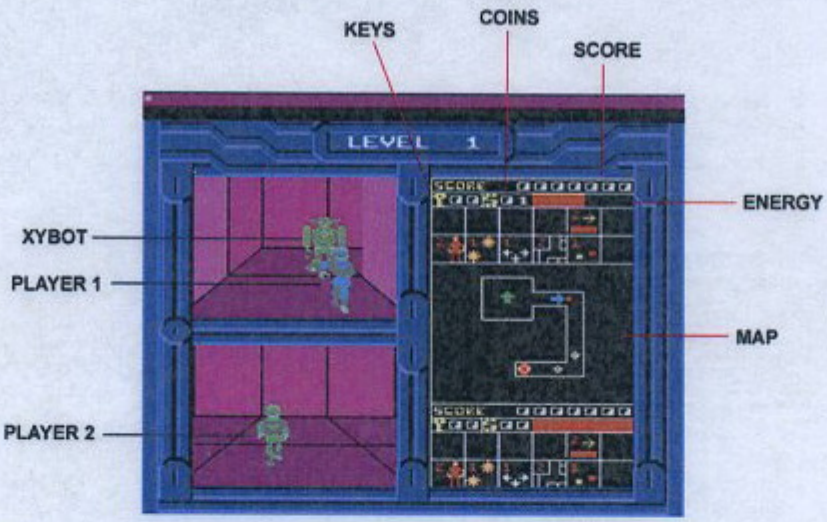
Warp Transporter: Warps the Warrior to a different place on the level his on.

Exit: Allows the Warrior to leave the current level, visit a vending machine, and go to the next level. Some Exits are Warp Exits. These take the Warrior to a more advanced level and provide extra coins.

To complete a level, find and exit. For bonus points, destroy all Xybots on the level. When you exit, you will go to the vending machine room before going on to the next level.

Users Guide Continued...

Game Screen



Vending Machines

Use the coins you find to purchase items from the vending machines. To use a vending machine, press the joypad up or down to scroll through the list of items. Available items are white, unavailable items are gray. An item is not available if you do not have enough money to buy it. Press A when the desired item is highlighted. The box to the left of the item shows whether or not you have that item, and how many you have. You may purchase more than one of some items. The items you can purchase include:

Warning Arrows: These will point out which direction the enemies are coming from ***($1)***
Second Shot: Fire 2 shots at once ***($1)***
Extra Armor: This will lessen the damage taken from hits ***($7)***
Wide Shots: This will make the hero's projectiles larger ***($5)***
Extra Life: Gives hero 1 extra life ***($20)***
Extra Speed: Hero will have increased travel speed ***($7)***
Extra Shot Speed: Shots will travel at an increased rate ***($7)***
Extra Shot Power: Shots will have increased power for more damage ***($7)***
100% Energy Pod: Increase energy to full power ***($10)***
Extra Zap Energy: Increase Zap Energy ***($7)***
50% Energy Pod: Increase your speed by 50% ***($6)***
Wall Mapper: Automatically map passages as you go ***($1)***
Key: Enter locked passages ***($1)***
Guard Mapper: Marks off location of all the Xybots in a maze ***($2)***
Slow Energy Drain: Lose energy more slowly ***($2)***

Two Player Features

In a two player game, the following special rules apply:

- The first Warrior to leave a level recieves 5000 points
- If you die, a status screen appears while you wait for the other player to finish the level or die. If he dies, you die too.
- If a Warrior is neutralized when his partner leaves the level, he recieves 50% energy, but he loses all the items he collected.
- The first player to exit determines if the players will warp. If the first player uses a Warp Exit, the second player will also warp, regardless of the exit he uses.